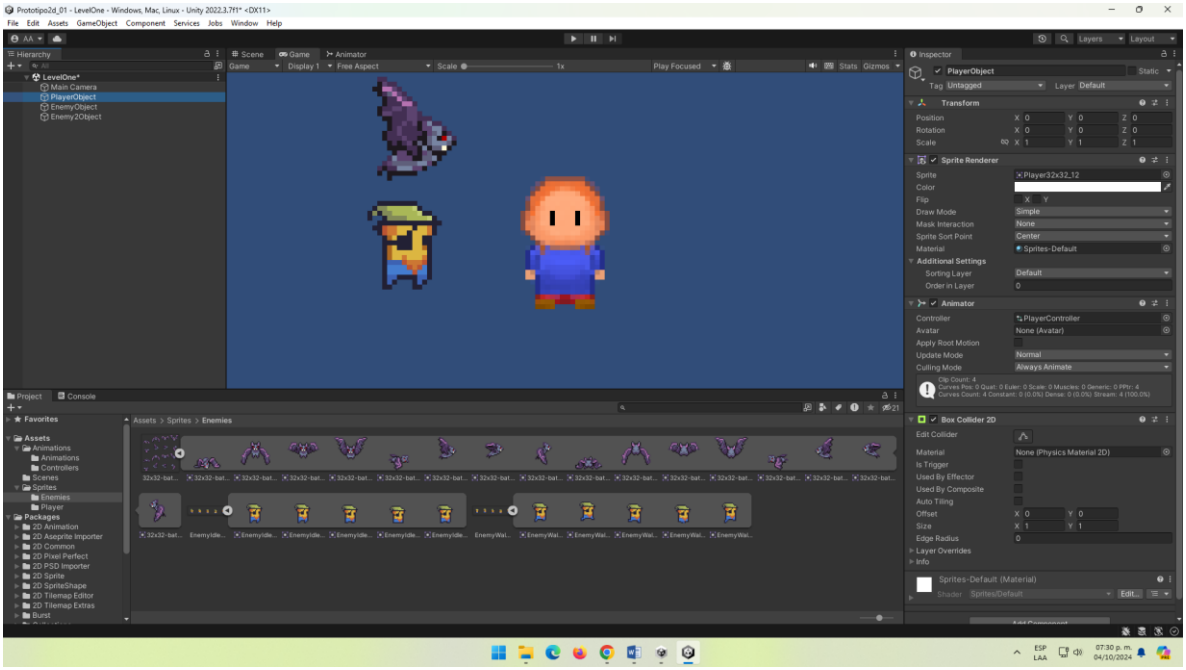
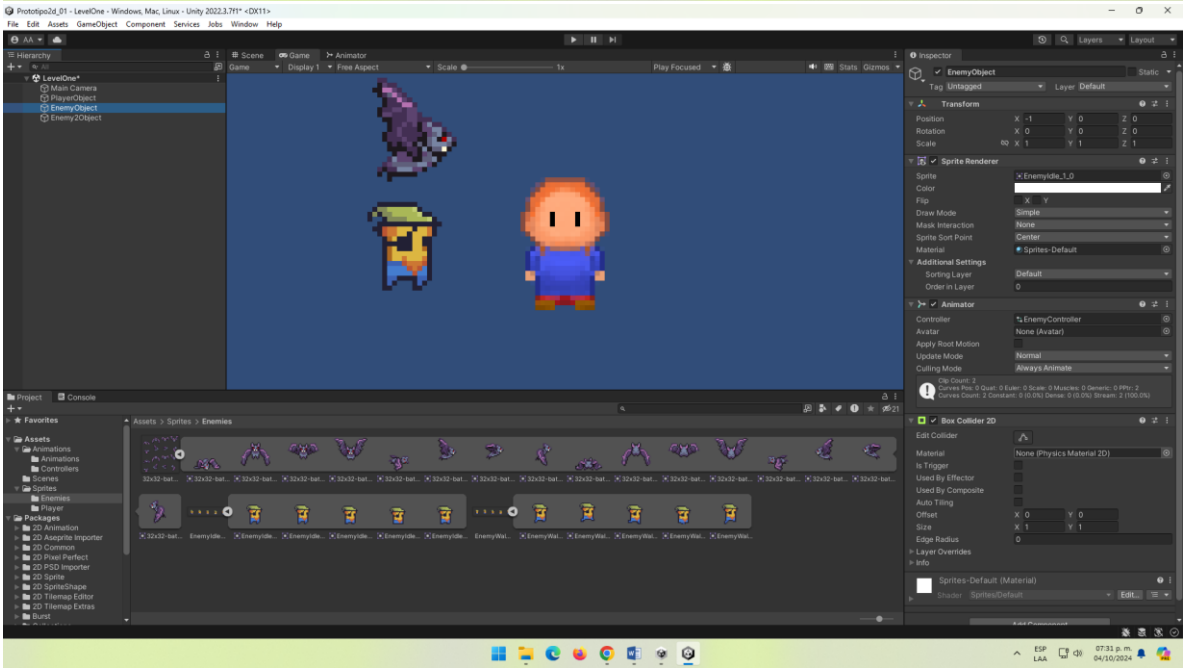
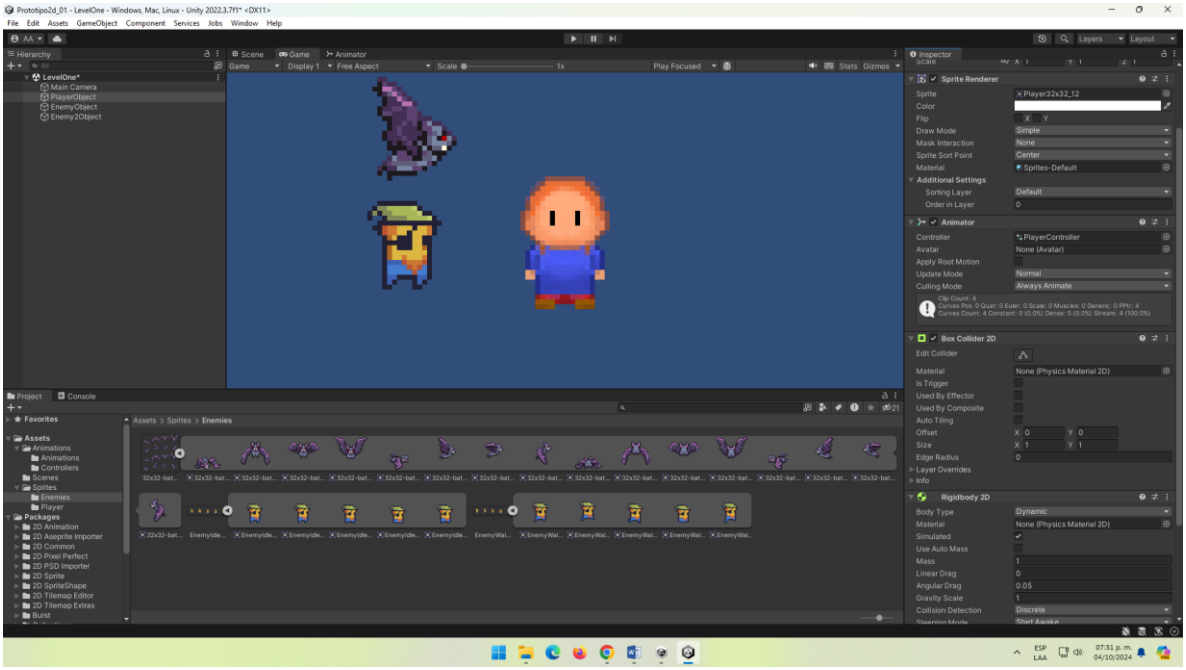
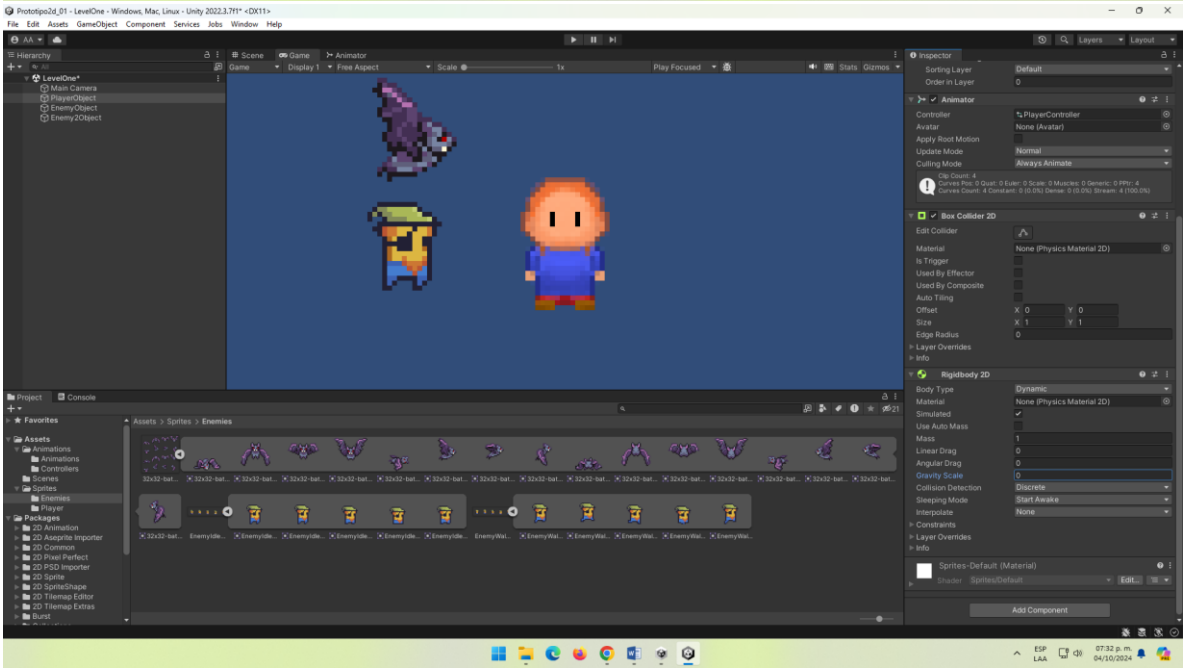
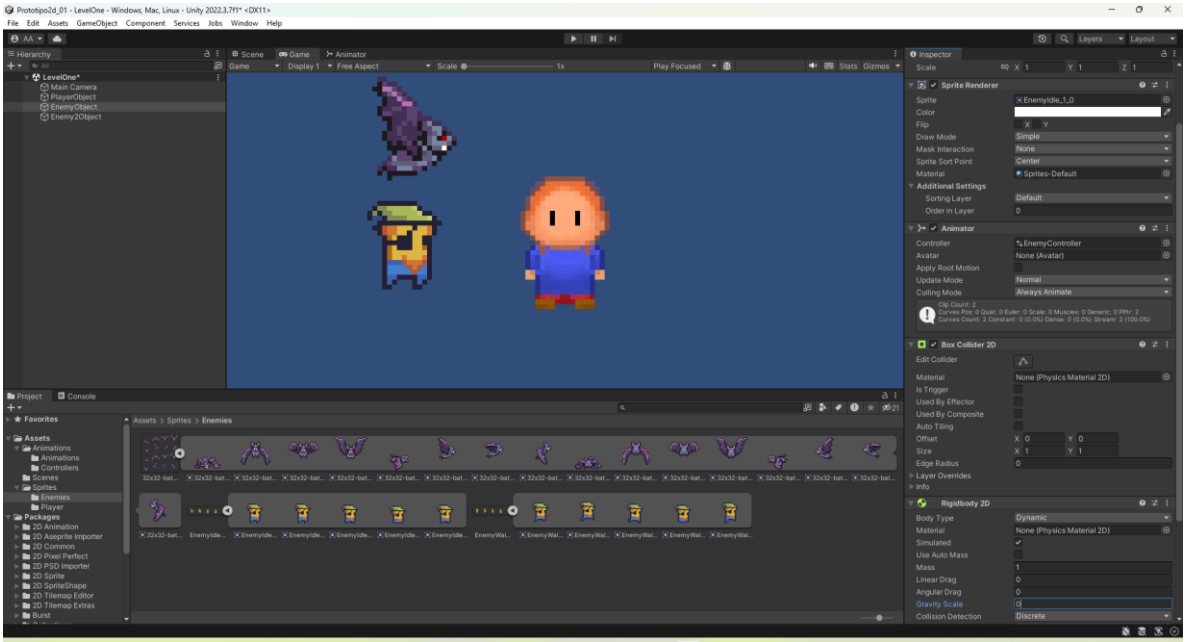
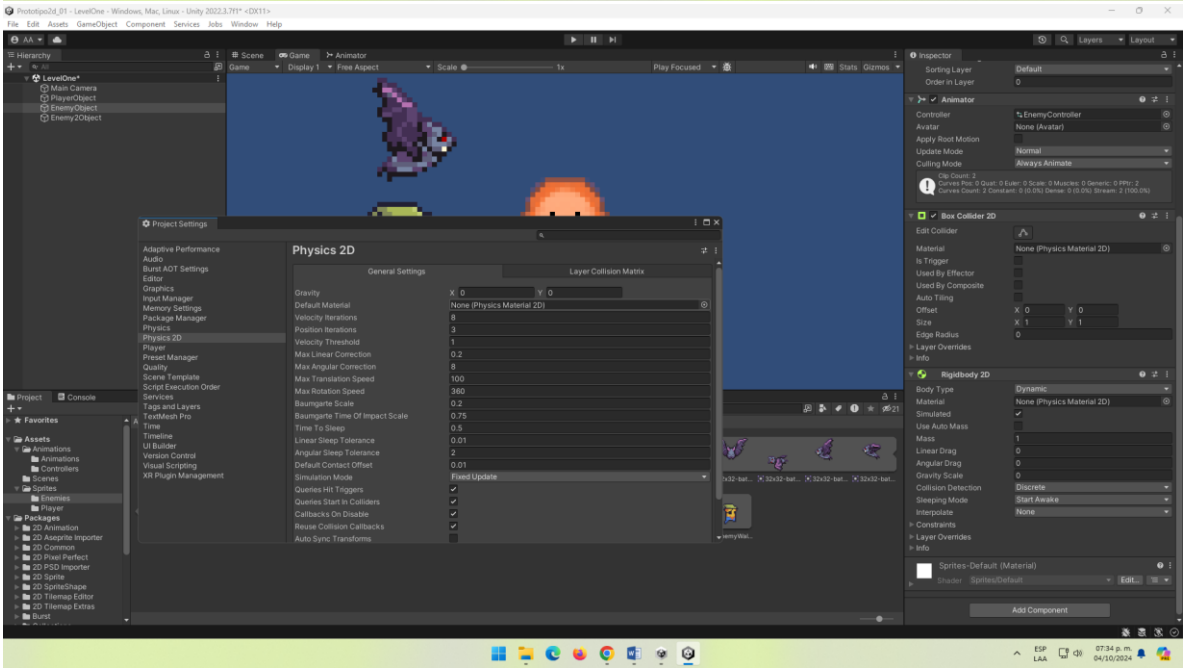

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Inspector
PlayerObject
Transform
Sprite Renderer
Animator
Box Collider 2D
Project
Console
Assets > Sprites > Enemies

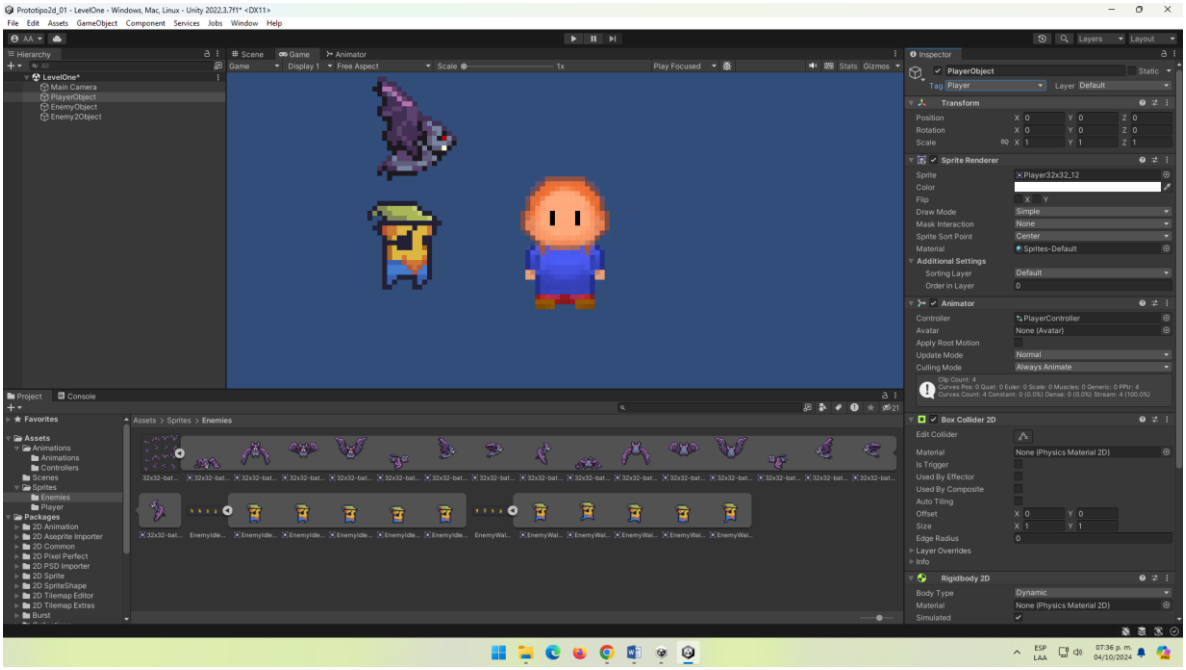

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Inspector
EnemyObject
Transform
Sprite Renderer
Animator
Box Collider 2D
Project
Console
Assets > Sprites > Enemies

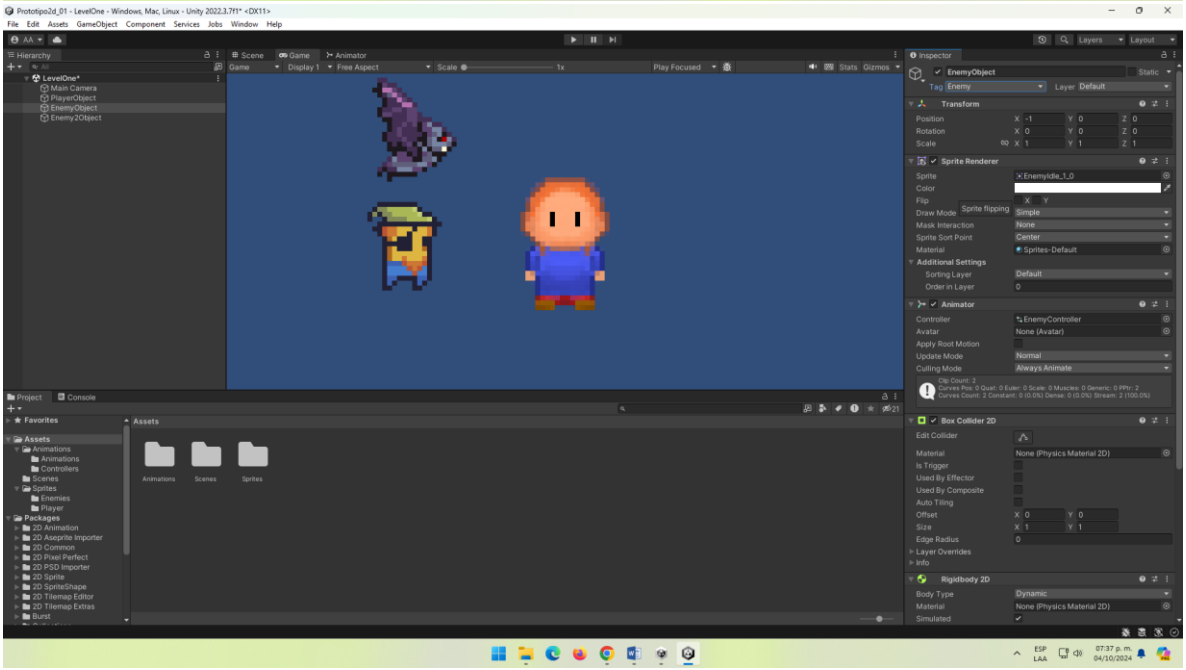

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Inspector
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Project
Console
Favorites
Assets
Packages

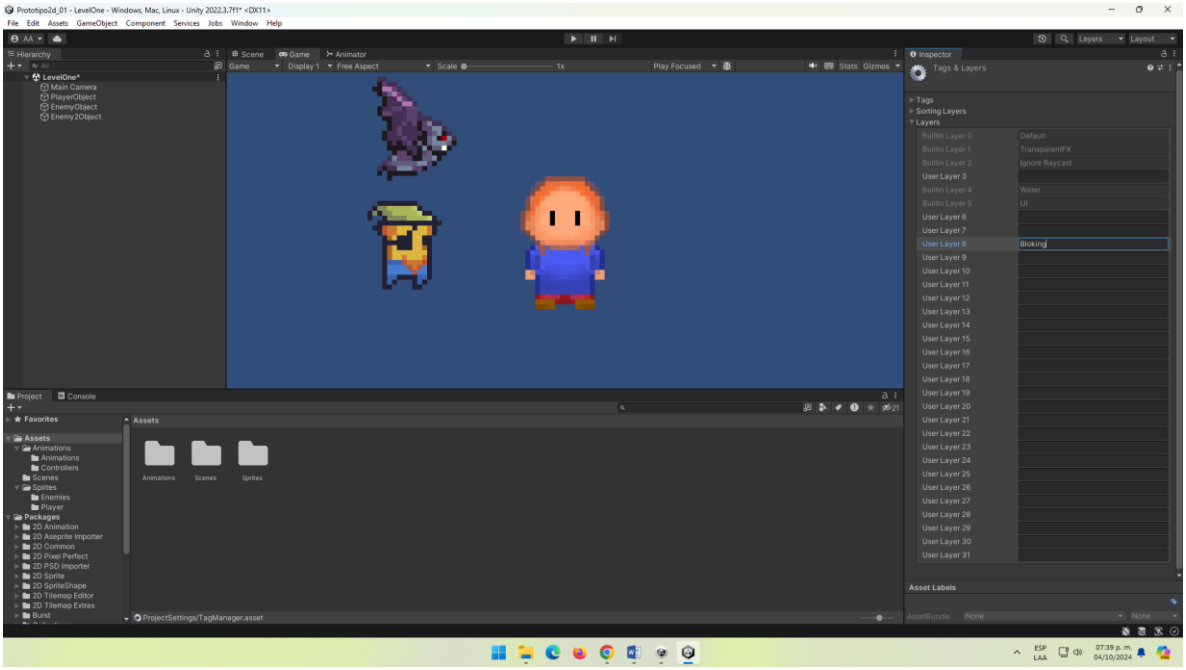

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Inspector
Animator
Box Collider 2D
Rigidbody 2D
Sprites-Default (Material)
Add Component
Project
Console
Favorites
Assets
Packages

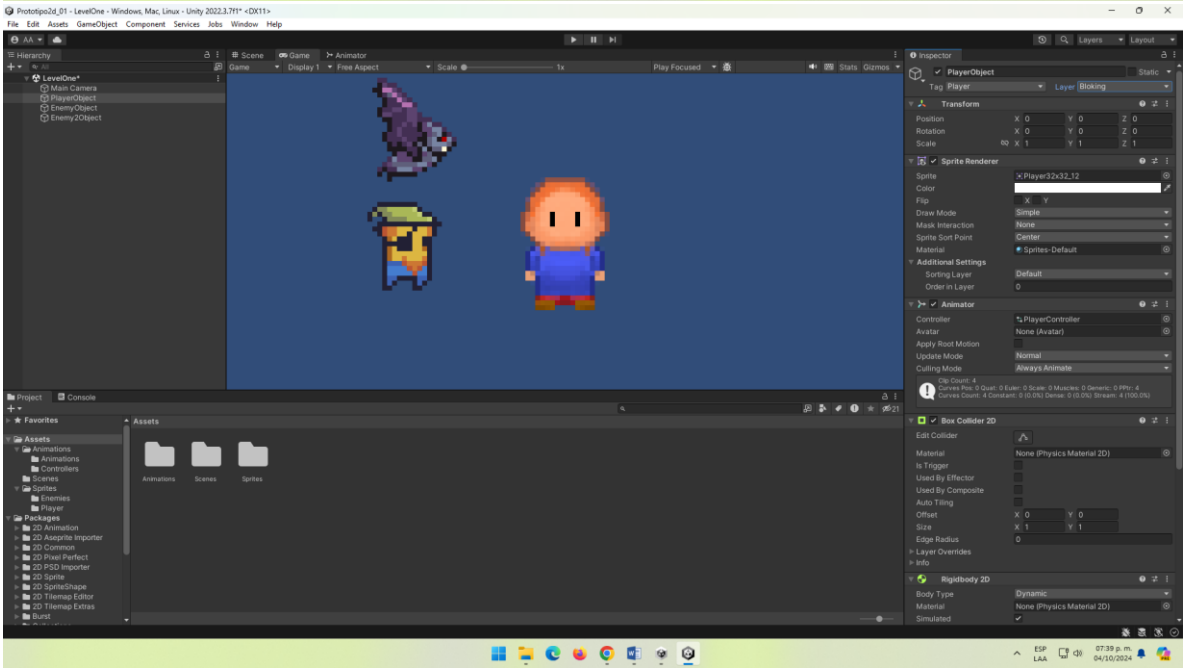

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Inspector
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Project
Console
Favorites
Assets
Packages
Enemies
Player
07:33 p. m.
04/10/2024

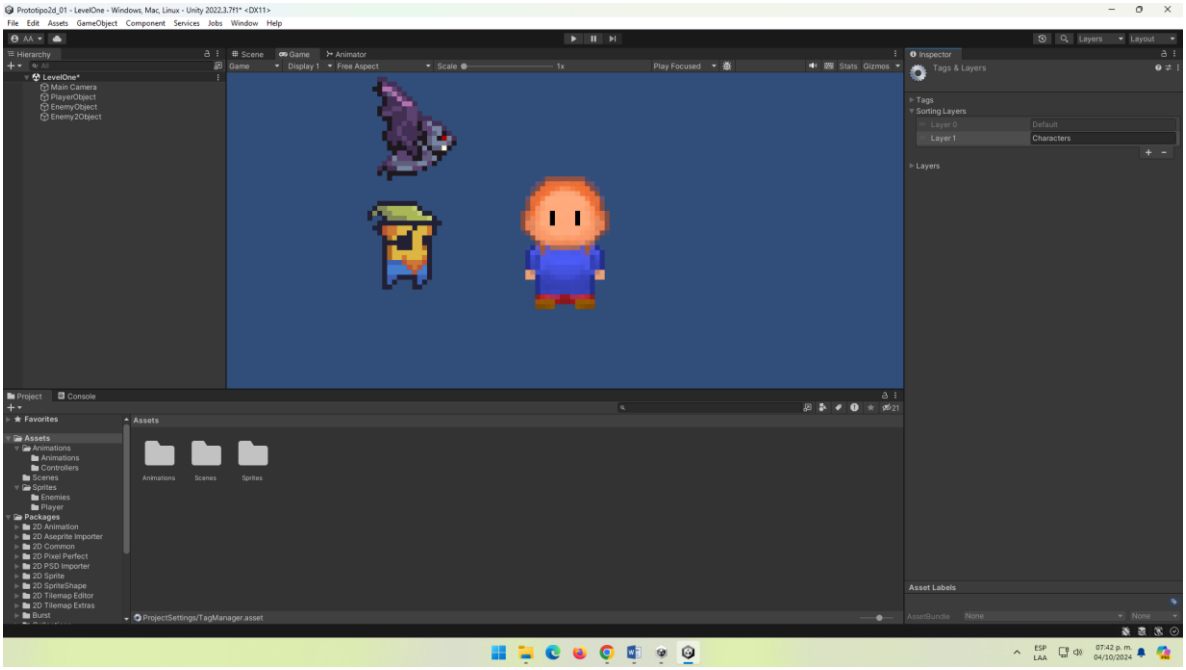

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
Project Settings
Physics 2D
General Settings
Layer Collision Matrix
Gravity
Default Material
Velocity Iterations
Position Iterations
Velocity Threshold
Max Linear Correction
Max Angular Correction
Max Translation Speed
Max Rotation Speed
Baumgarte Scale
Baumgarte Time Of Impact Scale
Time To Sleep
Linear Sleep Tolerance
Angular Sleep Tolerance
Default Contact Offset
Simulation Mode
Queries Hit Triggers
Queries Start In Colliders
Callbacks On Disable
Reuse Collision Callbacks
Auto Sync Transforms
Add Component
07:34 p. m.
04/10/2024

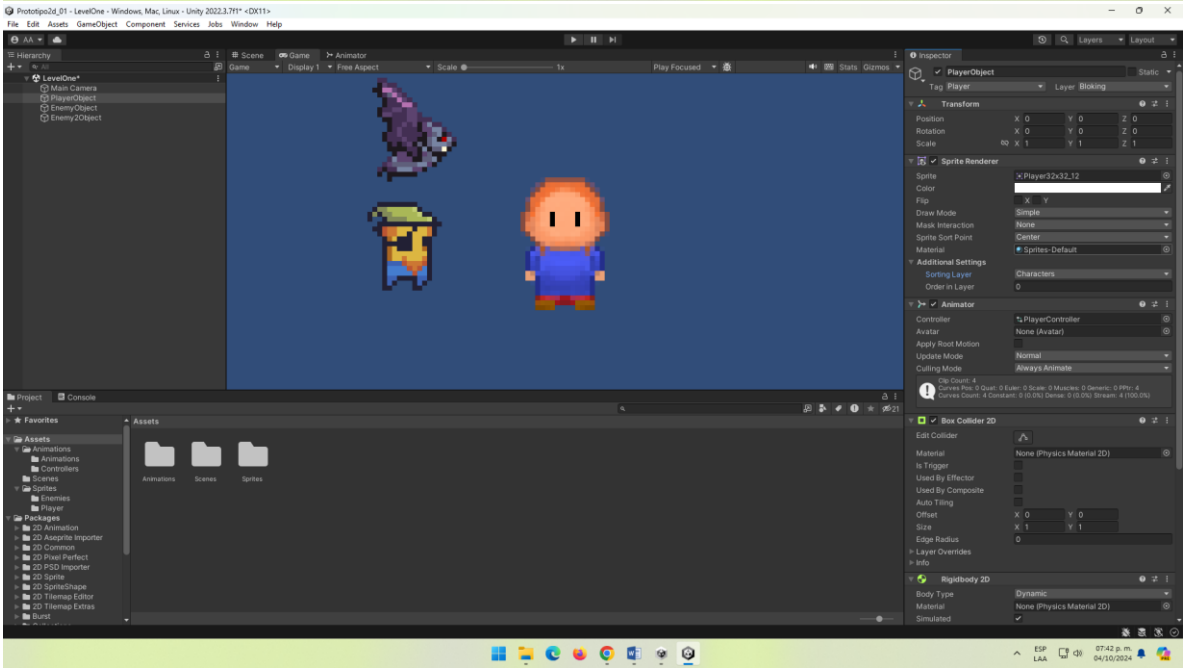

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene Game Animator
Inspector
PlayerObject
Tag Player
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Player32x32_12
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Rigidbody 2D
Body Type Dynamic
Material None (Physics Material 2D)
Simulated
Project Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
2D Tilemap Editor
2D Tilemap Extras
Burst
Assets > Sprites > Enemies
07:36 p. m.
04/10/2024

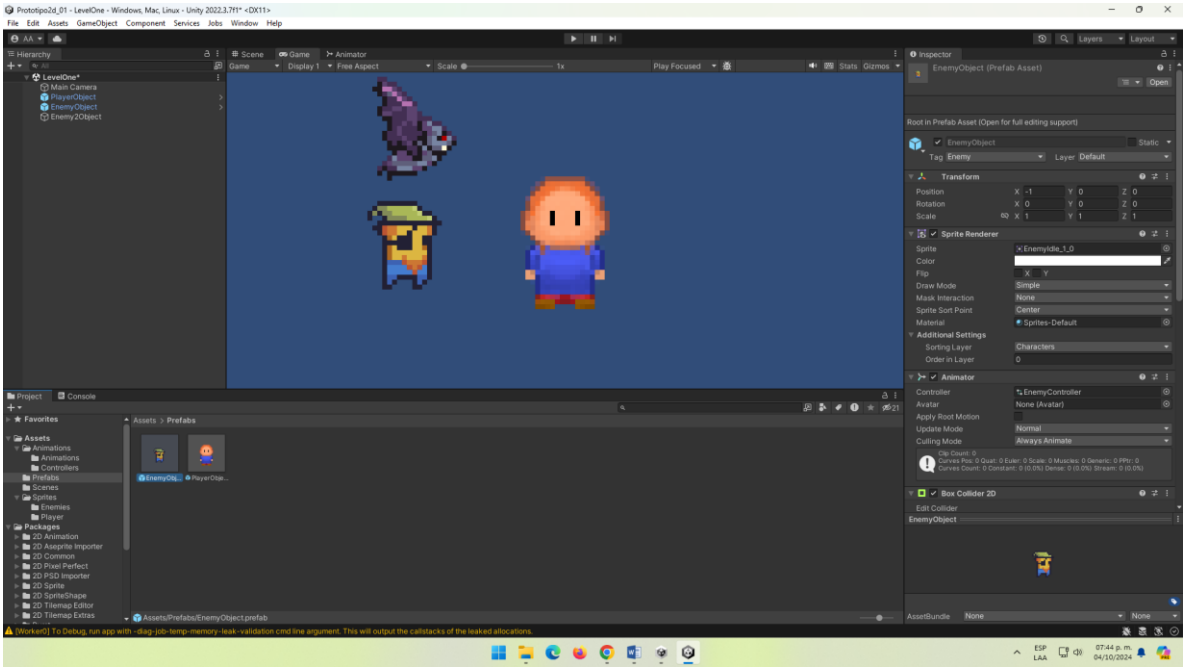

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene Game Animator
Inspector
EnemyObject
Tag Enemy
Layer Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Enemyidle_1_0
Color
Flip
Draw Mode Simple
Sprite flipping
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Default
Order in Layer 0
Animator
Controller EnemyController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius
Layer Overrides
Info
Rigidbody 2D
Body Type Dynamic
Material None (Physics Material 2D)
Simulated
Project Console
Favorites
Assets
Animations
Scenes
Sprites
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
2D Tilemap Editor
2D Tilemap Extras
Burst
07:37 p. m.
04/10/2024

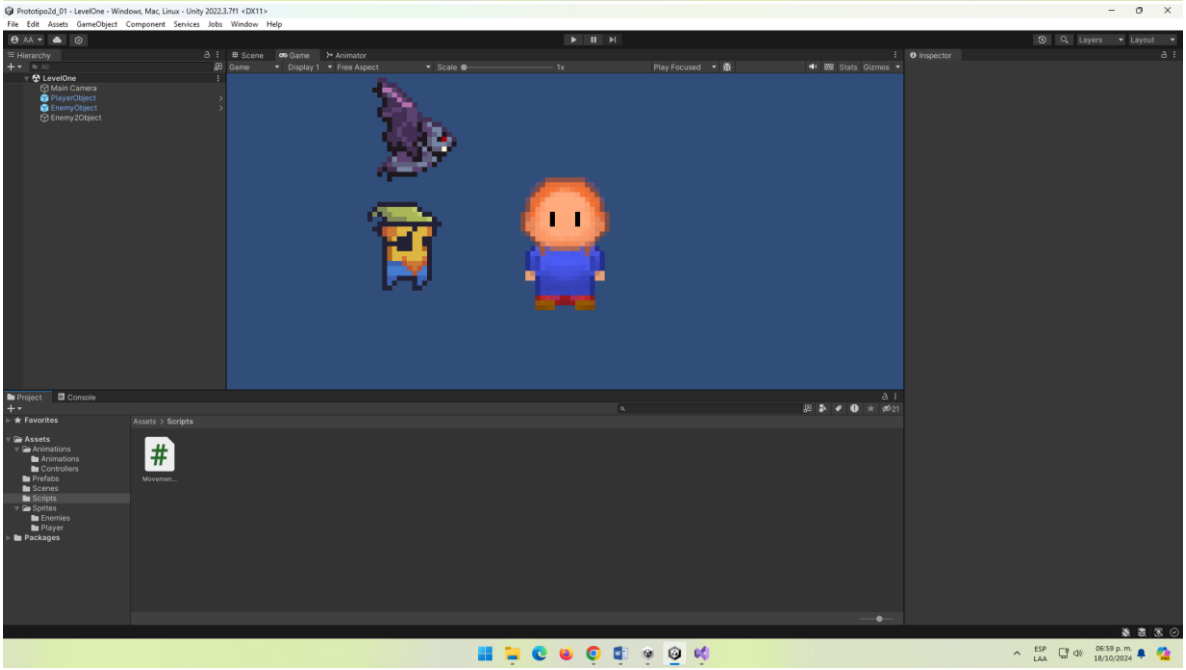

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Inspector
Tags & Layers
Tags
Sorting Layers
Layers
User Layer 8
Bloking
Project
Console
Favorites
Assets
Animations
Scenes
Sprites
Packages
Asset Labels
ProjectSettings/TagManager.asset

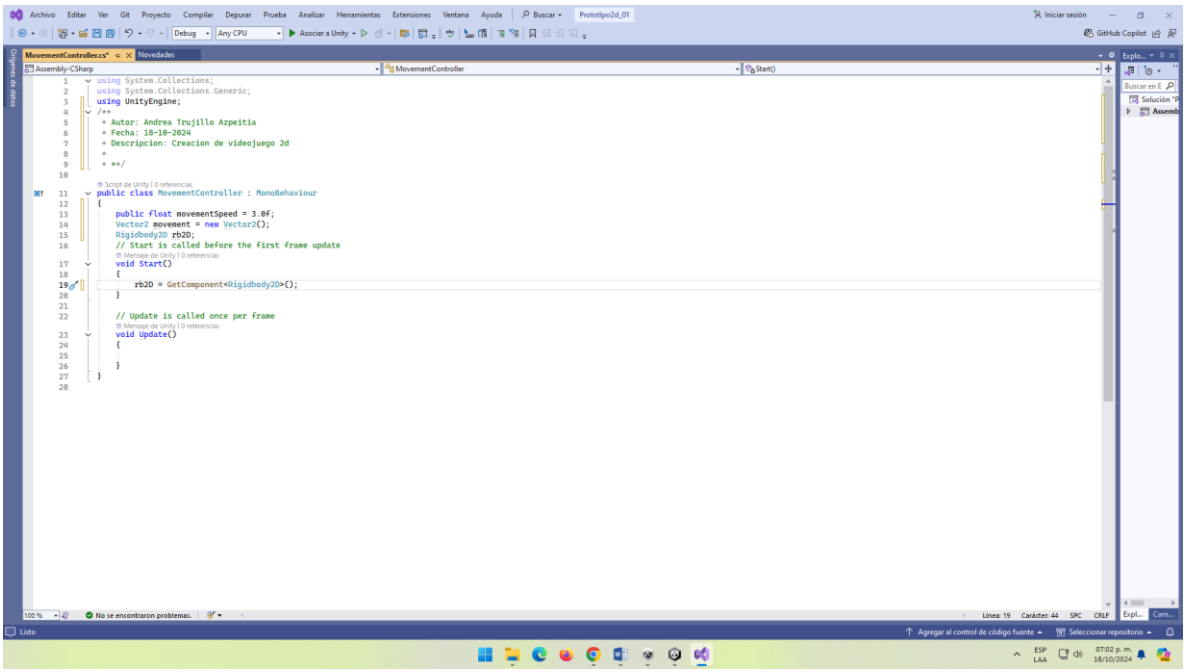

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Inspector
PlayerObject
Tag Player
Layer Bloking
Transform
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Project
Console
Assets
Animations
Scenes
Sprites


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Inspector
Tags & Layers
Tags
Sorting Layers
Layer 0
Default
Layer 1
Characters
Layers
Project
Console
Favorites
Assets
Animations
Scenes
Sprites
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
2D Tilemap Editor
2D Tilemap Extras
Burst
ProjectSettings/TagManager.asset
Asset Labels
AssetBundle
None
ESP
LAA
07:42 p. m.
04/10/2024

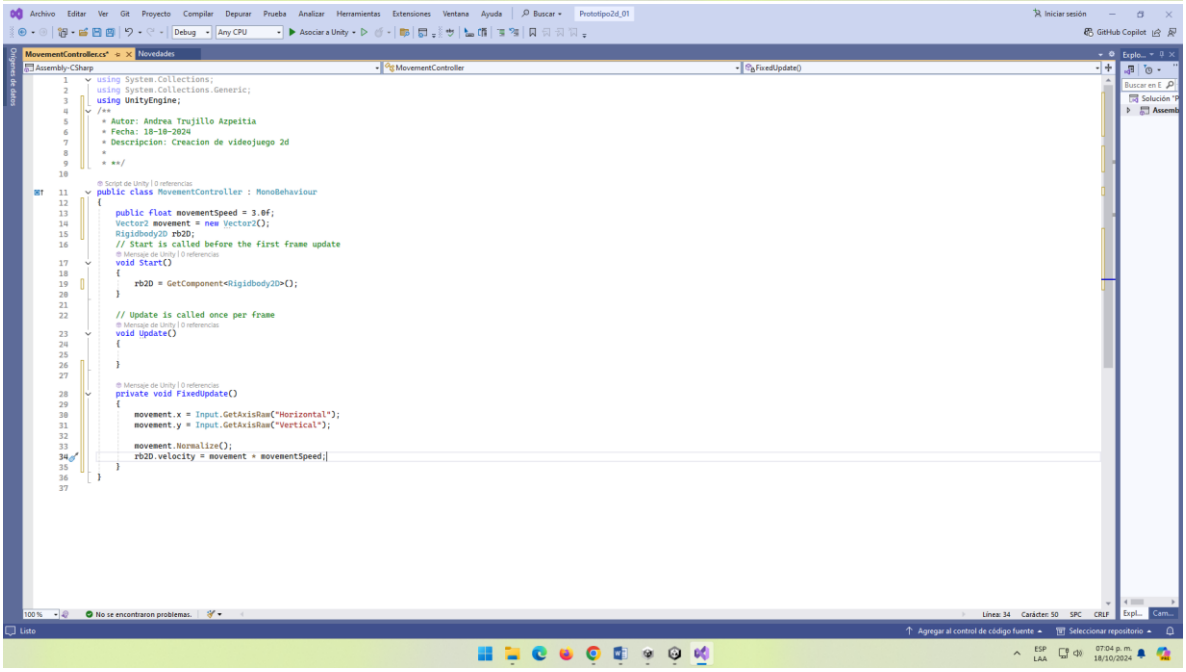

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Inspector
PlayerObject
Static
Tag Player
Layer Bloking
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite Player32x32_12
Color
Flip
Draw Mode Simple
Mask Interaction None
Sprite Sort Point Center
Material Sprites-Default
Additional Settings
Sorting Layer Characters
Order in Layer 0
Animator
Controller PlayerController
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset
Size
Edge Radius 0
Layer Overrides
Info
Rigidbody 2D
Body Type Dynamic
Material None (Physics Material 2D)
Simulated
Project
Console
Favorites
Assets
Animations
Scenes
Sprites
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
2D Tilemap Editor
2D Tilemap Extras
Burst
ESP
LAA
07:42 p. m.
04/10/2024


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene Game Animator
Inspector
EnemyObject (Prefab Asset)
Root in Prefab Asset (Open for full editing support)
Transform
Sprite Renderer
Animator
Box Collider 2D
Project Console
Assets > Prefabs
Assets/Prefabs/EnemyObject.prefab
[Worker0] To Debug, run app with -diag-job-temp-memory-leak-validation cmd line argument. This will output the callstacks of the leaked allocations.
ESP LAA
07:44 p. m.
04/10/2024

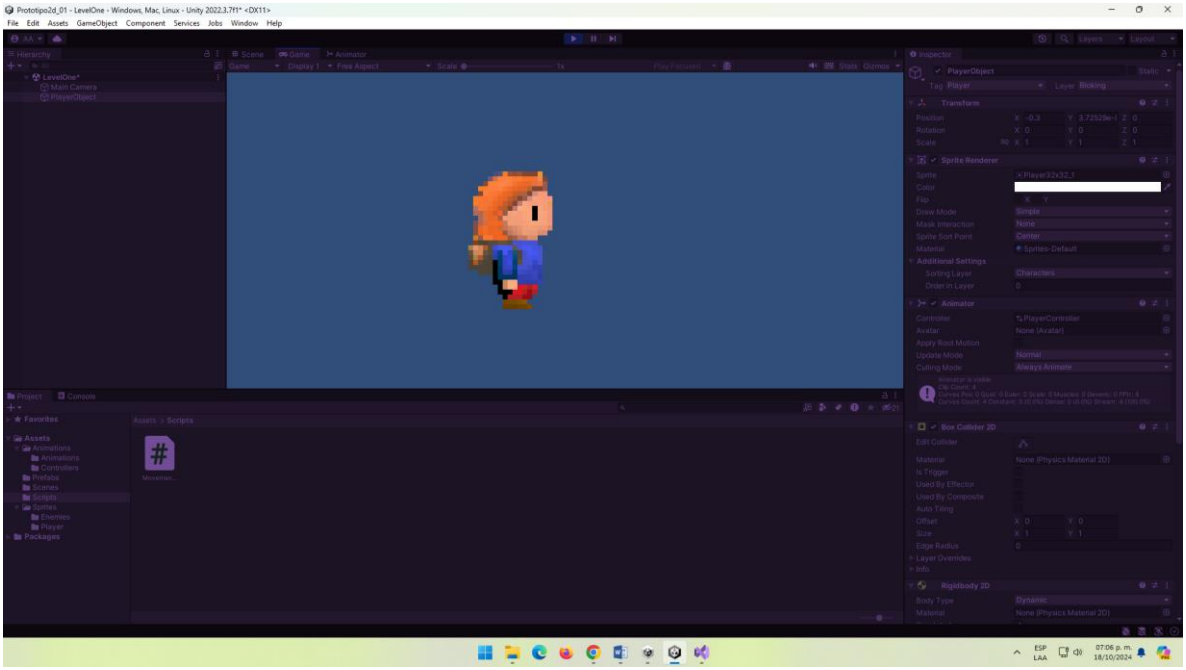

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene Game Animator
Inspector
Project Console
Assets > Scripts
ESP LAA
06:59 p. m.
18/10/2024

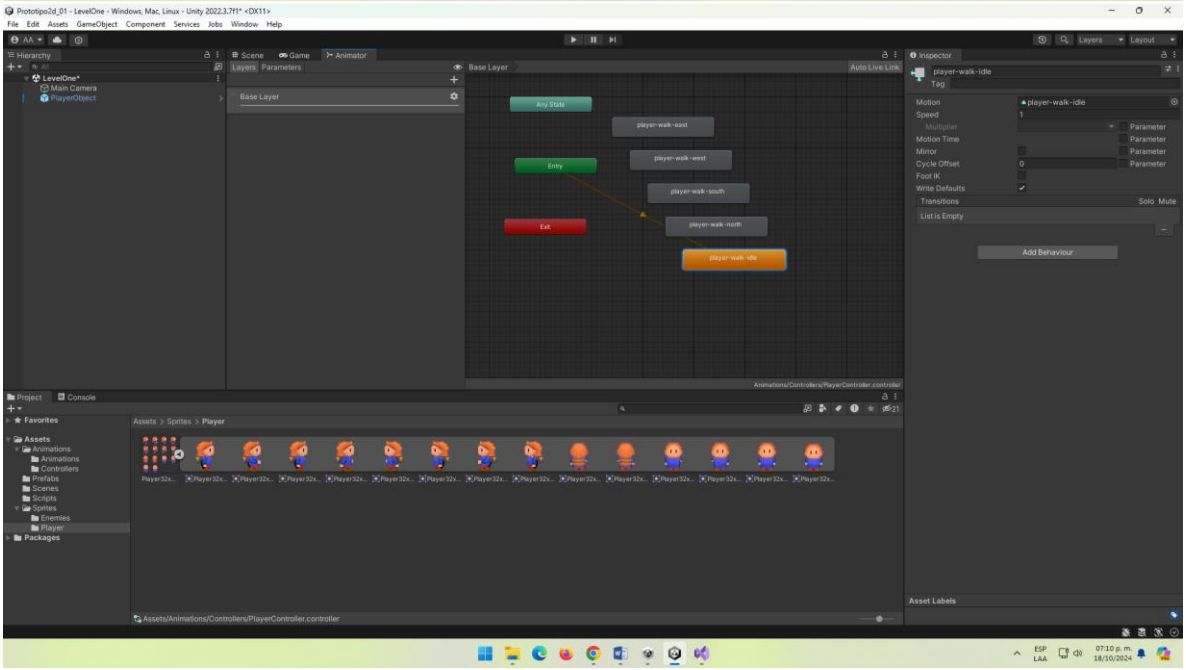


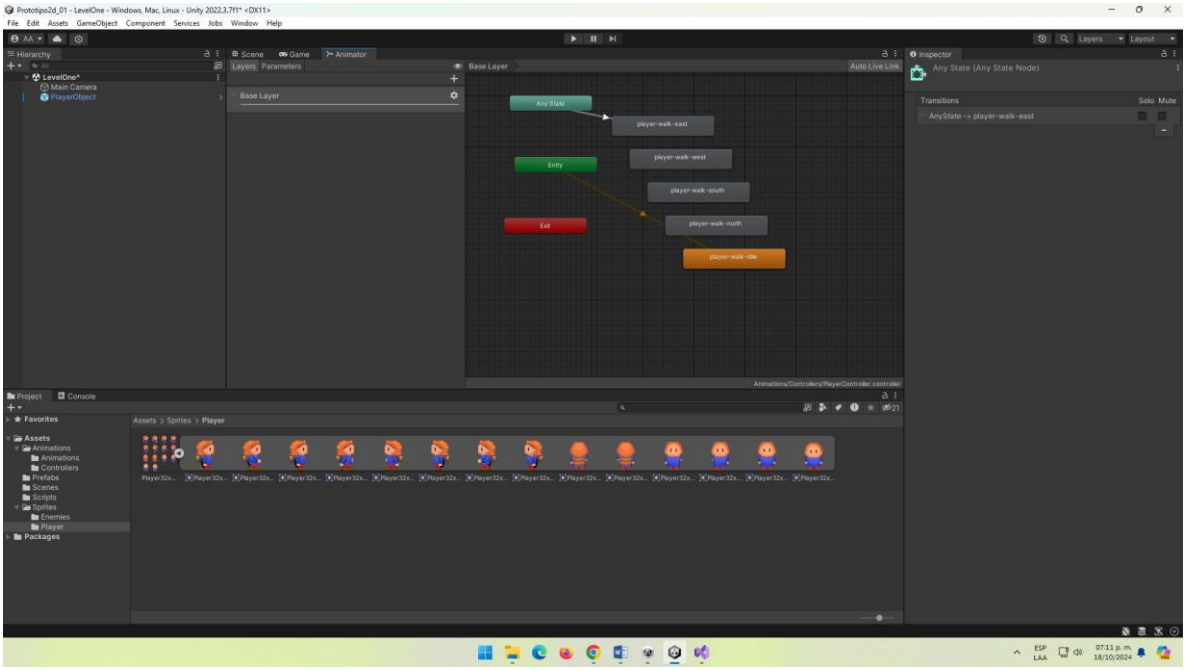
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/**
 * Autor: Andrea Trujillo Azpeitia
 * Fecha: 18-10-2024
 * Descripcion: Creacion de videojuego 2d
 *
 * **/

Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
    public float movementSpeed = 3.0f;
    Vector2 movement = new Vector2();
    Rigidbody2D rb2D;
    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {
        rb2D = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    void Update()
    {

    }
}
```

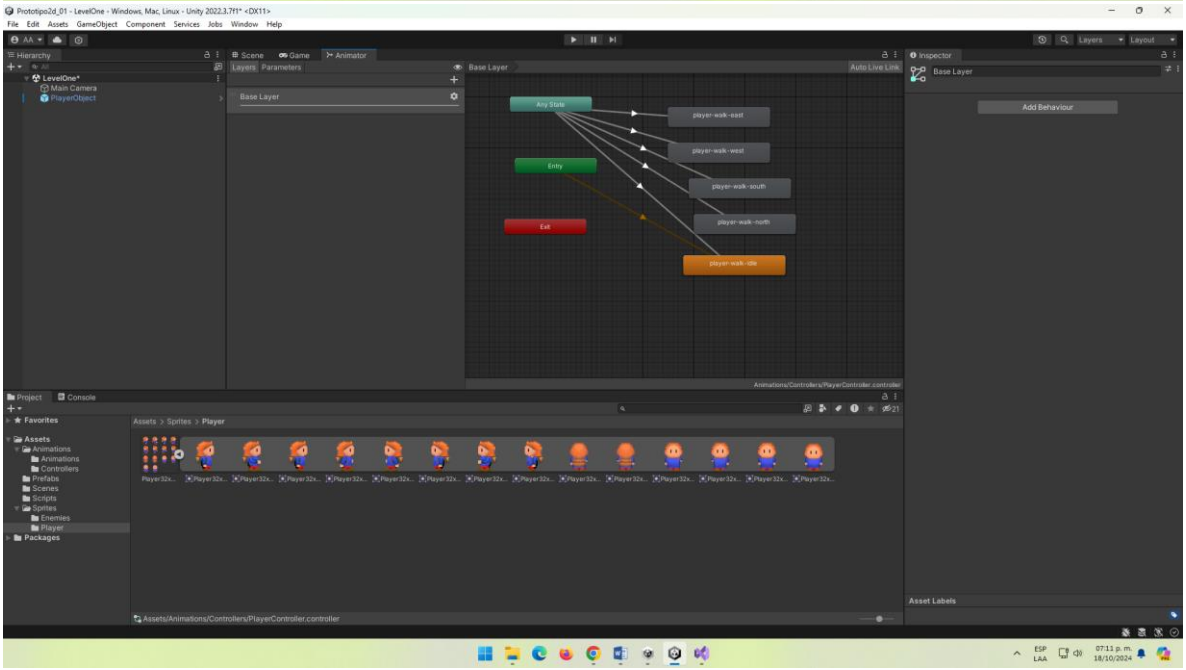


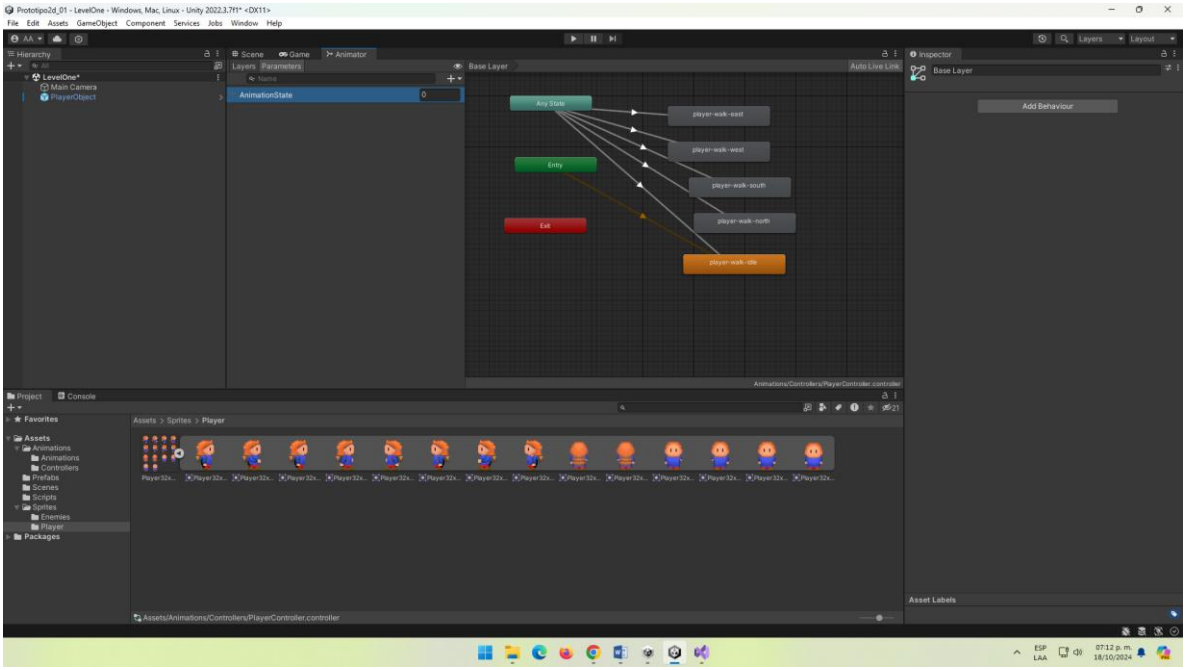
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
/**
 * Autor: Andrea Trujillo Azpeitia
 * Fecha: 18-10-2024
 * Descripcion: Creacion de videojuego 2d
 *
 * **/

Script de Unity | 0 referencias
public class MovementController : MonoBehaviour
{
    public float movementSpeed = 3.0f;
    Vector2 movement = new Vector2();
    Rigidbody2D rb2D;
    // Start is called before the first frame update
    Mensaje de Unity | 0 referencias
    void Start()
    {
        rb2D = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    Mensaje de Unity | 0 referencias
    void Update()
    {

    }

    Mensaje de Unity | 0 referencias
    private void FixedUpdate()
    {
        movement.x = Input.GetAxisRaw("Horizontal");
        movement.y = Input.GetAxisRaw("Vertical");

        movement.Normalize();
        rb2D.velocity = movement * movementSpeed;
    }
}
```

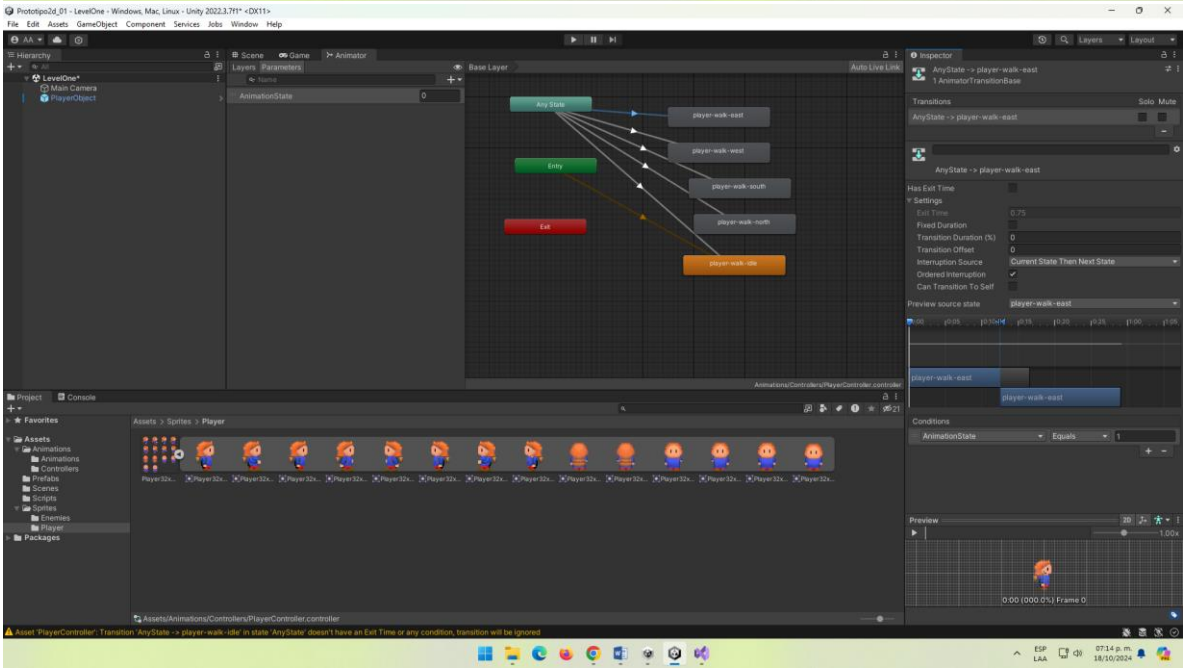

Prototipos2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Inspector
PlayerObject
Transform
Sprite Renderer
Animator
Box Collider 2D
Rigidbody 2D
Project
Console
Favorites
Assets
Scripts
Packages

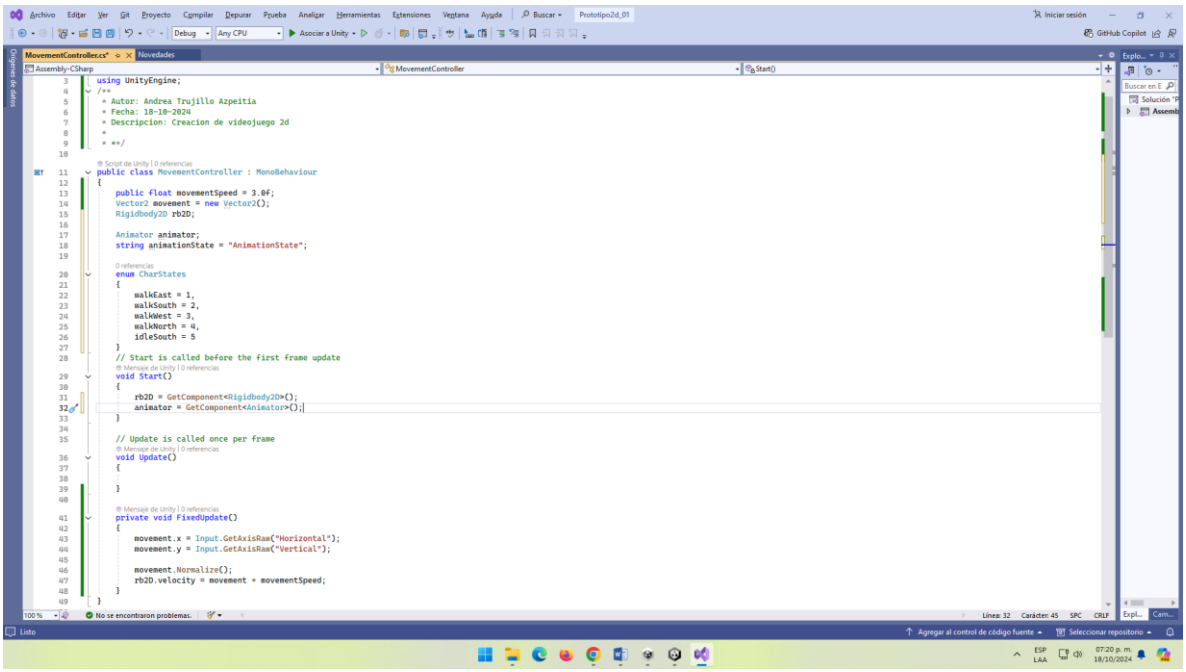

Prototipos2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Any State
Entry
Exit
player-walk-east
player-walk-west
player-walk-south
player-walk-north
player-walk-idle
Inspector
player-walk-idle
Tag
Motion
Speed
Multiplier
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
List is Empty
Add Behaviour
Asset Labels
Project
Console
Favorites
Assets
Scripts
Packages
Assets/Animations/Controllers/PlayerController.controller


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
player-walk-west
Entry
player-walk-south
Exit
player-walk-north
player-walk-idle
Animations/Controllers/PlayerController.controller
Inspector
Any State (Any State Node)
Transitions
Solo
Mute
AnyState -> player-walk-east
Project
Console
Favorites
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Sprites > Player

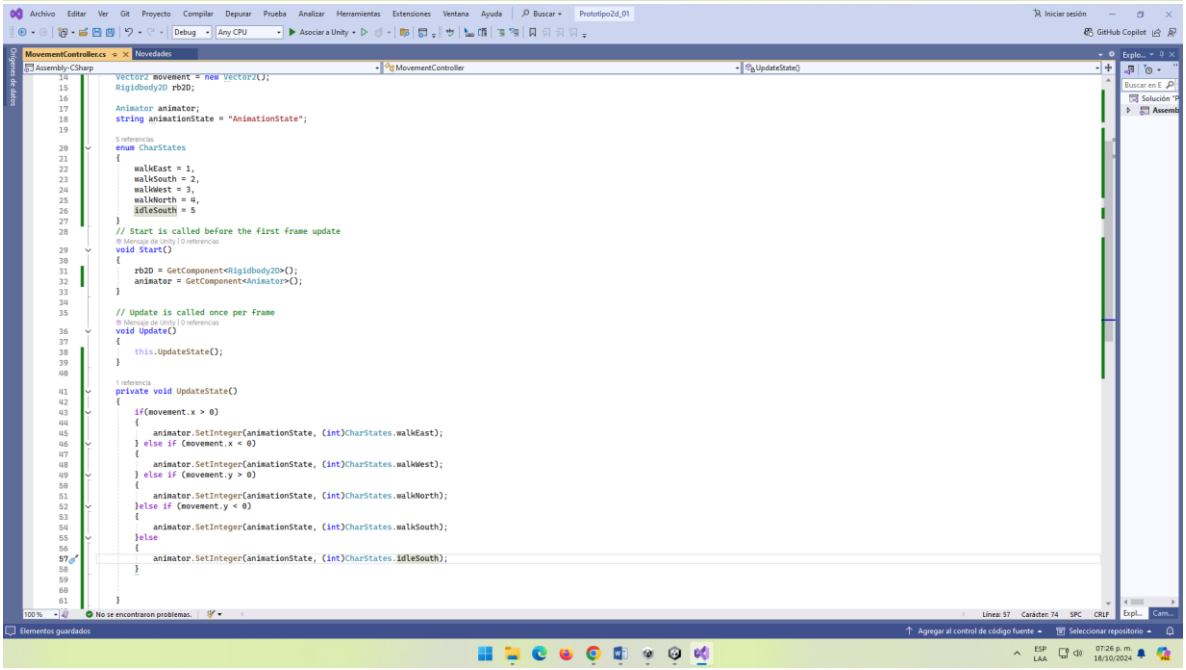

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
player-walk-west
Entry
player-walk-south
Exit
player-walk-north
player-walk-idle
Animations/Controllers/PlayerController.controller
Inspector
Base Layer
Add Behaviour
Asset Labels
Project
Console
Favorites
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Assets/Animations/Controllers/PlayerController.controller


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
AnimationState
Base Layer
Auto Live Link
Any State
Entry
Exit
player-walk-east
player-walk-west
player-walk-south
player-walk-north
player-walk-idle
Inspector
Add Behaviour
Project
Console
Favorites
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Asset Labels

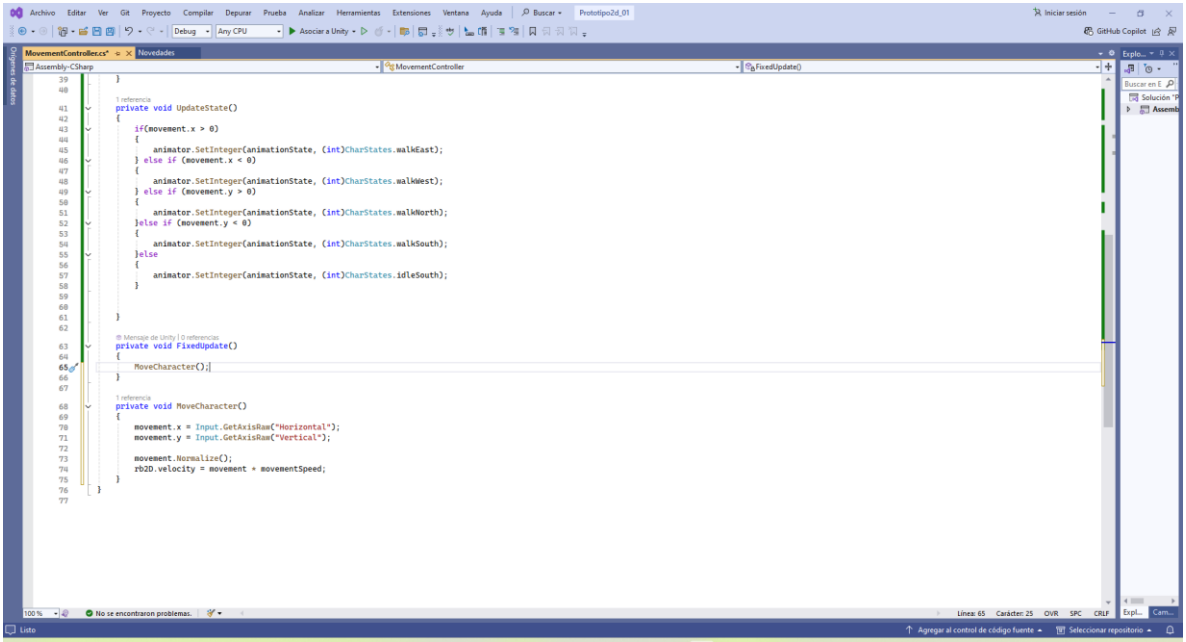

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Layers
Parameters
AnimationState
Base Layer
Auto Live Link
Any State
Entry
Exit
player-walk-east
player-walk-west
player-walk-south
player-walk-north
player-walk-idle
Inspector
AnyState -> player-walk-east
1 AnimatorTransitionBase
Transitions
Solo Mute
AnyState -> player-walk-east
Has Exit Time
Settings
Exit Time
Fixed Duration
Transition Duration (%)
Transition Offset
Interruption Source
Current State Then Next State
Ordered Interruption
Can Transition To Self
Preview source state
Conditions
Equals
Preview
Project
Console
Favorites
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Asset 'PlayerController': Transition 'AnyState -> player-walk-idle' in state 'AnyState' doesn't have an Exit Time or any condition, transition will be ignored

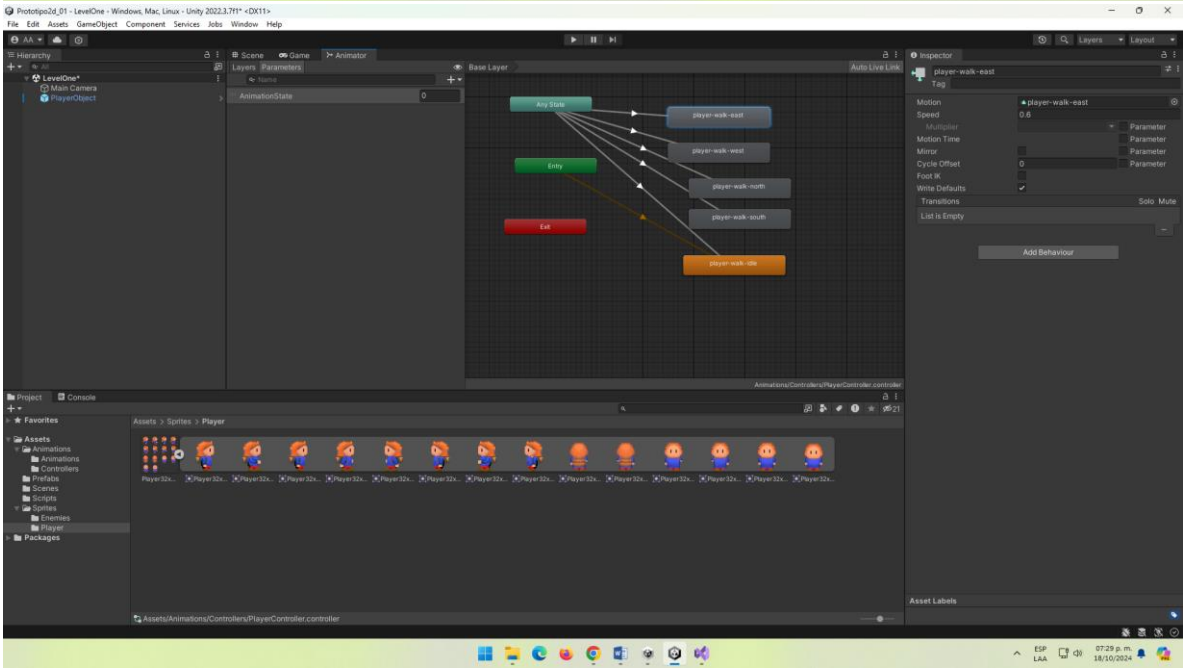


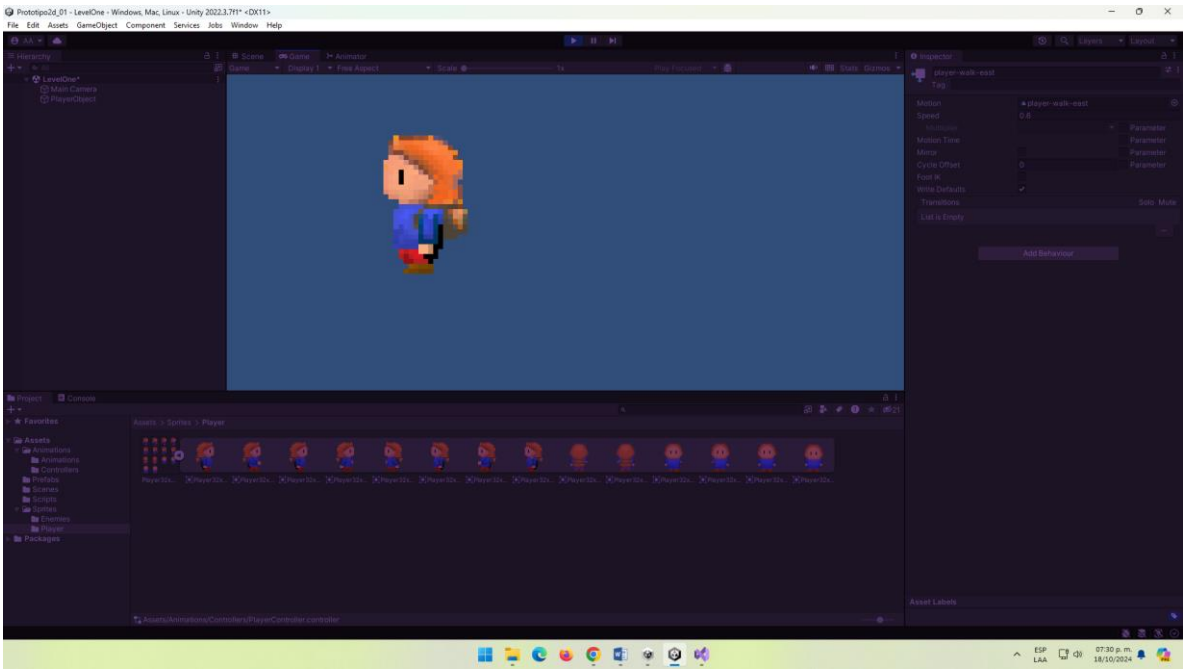
```
using UnityEngine;
/**
 * Autor: Andrea Trujillo Azpeitia
 * Fecha: 18-10-2024
 * Descripcion: Creacion de videojuego 2d
 *
 * **/

public class MovementController : MonoBehaviour
{
    public float movementSpeed = 3.0f;
    Vector2 movement = new Vector2();
    Rigidbody2D rb2D;

    Animator animator;
    string animationState = "AnimationState";

    enum CharStates
    {
        walkEast = 1,
        walkSouth = 2,
        walkWest = 3,
        walkNorth = 4,
        idleSouth = 5
    }
    // Start is called before the first frame update
    void Start()
    {
        rb2D = GetComponent<Rigidbody2D>();
        animator = GetComponent<Animator>();
    }

    // Update is called once per frame
    void Update()
    {

    }

    private void FixedUpdate()
    {
        movement.x = Input.GetAxisRaw("Horizontal");
        movement.y = Input.GetAxisRaw("Vertical");

        movement.Normalize();
        rb2D.velocity = movement * movementSpeed;
    }
}
```

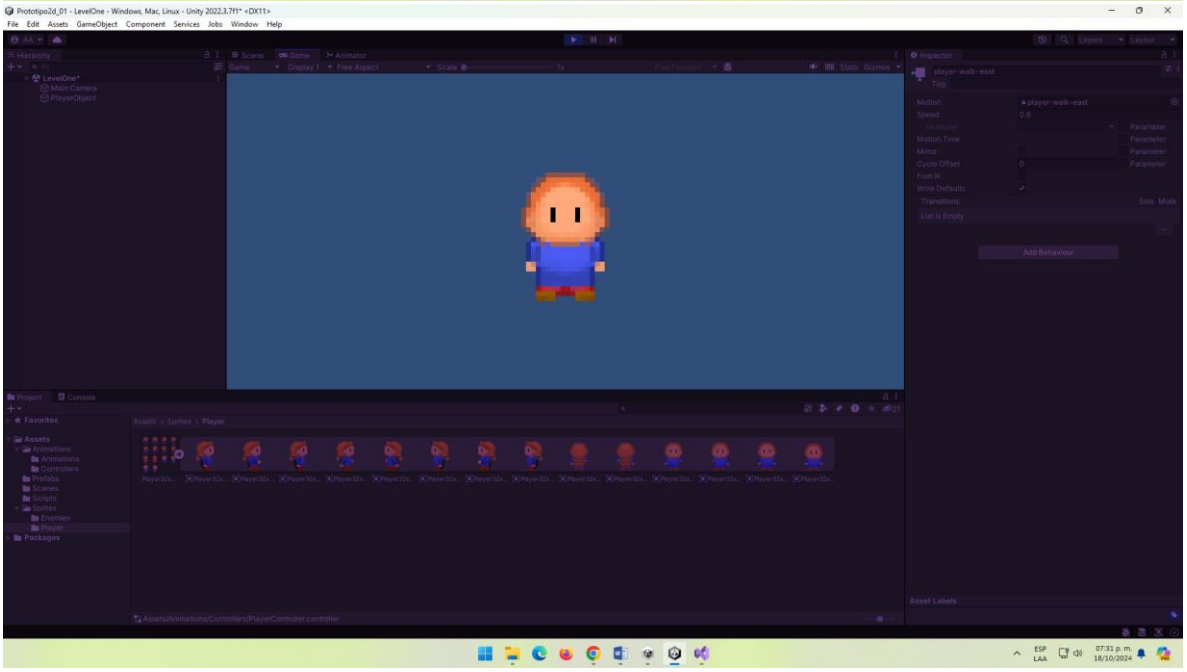


```
    Vector2 movement = new Vector2();
    Rigidbody2D rb2D;

    Animator animator;
    string animationState = "AnimationState";

    enum CharStates
    {
        walkEast = 1,
        walkSouth = 2,
        walkWest = 3,
        walkNorth = 4,
        idleSouth = 5
    }
    // Start is called before the first frame update
    void Start()
    {
        rb2D = GetComponent<Rigidbody2D>();
        animator = GetComponent<Animator>();
    }

    // Update is called once per frame
    void Update()
    {
        this.UpdateState();
    }

    private void UpdateState()
    {
        if(movement.x > 0)
        {
            animator.SetInteger(animationState, (int)CharStates.walkEast);
        } else if (movement.x < 0)
        {
            animator.SetInteger(animationState, (int)CharStates.walkWest);
        } else if (movement.y > 0)
        {
            animator.SetInteger(animationState, (int)CharStates.walkNorth);
        }else if (movement.y < 0)
        {
            animator.SetInteger(animationState, (int)CharStates.walkSouth);
        }else
        {
            animator.SetInteger(animationState, (int)CharStates.idleSouth);
        }

    }
```


Archivo Editar Ver Git Proyecto Compilar Depurar Prueba Analizar Herramientas Extensiones Ventana Ayuda
Prototipo2d_01
Iniciar sesión
GitHub Copilot
MovementController.cs*
Novedades
Assembly-CSharp
MovementController
FixedUpdate()
1 referencia
private void UpdateState()
{
if(movement.x > 0)
{
animator.SetInteger(animationState, (int)CharStates.walkEast);
} else if (movement.x < 0)
{
animator.SetInteger(animationState, (int)CharStates.walkWest);
} else if (movement.y > 0)
{
animator.SetInteger(animationState, (int)CharStates.walkNorth);
}else if (movement.y < 0)
{
animator.SetInteger(animationState, (int)CharStates.walkSouth);
}else
{
animator.SetInteger(animationState, (int)CharStates.idleSouth);
}
}
Mensaje de Unity | 0 referencias
private void FixedUpdate()
{
MoveCharacter();
}
1 referencia
private void MoveCharacter()
{
movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw("Vertical");
movement.Normalize();
rb2D.velocity = movement * movementSpeed;
}
}
No se encontraron problemas.
Línea: 65 Carácter: 25 OVR SPC CRLF
Listo
Agregar al control de código fuente
Seleccionar repositorio
ESP LAA
07:28 p. m. 18/10/2024


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene Game Animator
Layers Parameters
AnimationState
Base Layer
Auto Live Link
Any State
Entry
Exit
player-walk-east
player-walk-west
player-walk-north
player-walk-south
player-walk-idle
Inspector
player-walk-east
Tag
Motion
Speed
Multiplier
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
List is Empty
Add Behaviour
Project Console
Favorites
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Assets > Sprites > Player
Asset Labels
Assets/Animations/Controllers/PlayerController.controller
ESP LAA
07:29 p. m. 18/10/2024


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Inspector
player-walk-east
Motion
Speed
Multiplier
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
List is Empty
Add Behaviour
Project
Console
Favorites
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Asset Labels
ESP
LAA
07:30 p. m.
18/10/2024


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
Scene
Game
Animator
Inspector
player-walk-east
Motion
Speed
Multiplier
Motion Time
Mirror
Cycle Offset
Foot IK
Write Defaults
Transitions
List is Empty
Add Behaviour
Project
Console
Favorites
Assets
Animations
Controllers
Prefabs
Scenes
Scripts
Sprites
Enemies
Player
Packages
Asset Labels
ESP
LAA
07:31 p. m.
18/10/2024